

This Bachelor thesis describes a music manager program "Yamp" from the perspective of a software developer. The program Yamp is a graphical user interface application which can play audio files, view and edit metadata information stored inside audio files, and enables to view additional information not stored inside audio files. The Yamp application can be categorized as a music player with collection management capabilities. The program is written in C++ programming language (with some parts written in plain C). It uses software libraries from the GNOME Desktop Platform, for audio playback is used the GStreamer library. The graphical user interface uses the gtkmm library. The application was tested by the

author of the program. The thesis is split up in 5 chapters. The first chapter explains motivation behind the work along with summary of technologies and libraries used to develop the application. Chapter 2 presents overview of the most important technology used to develop the program. Chapter 3 describes installation process and usage of the application. Chapter 4 describes details of implementation and finally Chapter 5 sums up experience obtained during development of the program. The work also contains the software application itself, user's guide and application programming interface documentation (included on a CD).